

BINDER OF NEW VIDEO GAME IDEAS:

NO. 1

Adam Jeremy Capps

Binder of New Video Game Ideas: No. 1

Adam Jeremy Capps

7/28/25

New and Public Domain.

“It’s A Secret to Everybody.”

1



3



1.) You have a power-up where you can activate the background & the background shows things like a person defeating his enemies, opening treasure chests, a spell being cast, & other things. And also you may have it where images & scenes in the background shifts.

2.) You have a 1 in 4 chance of not dying, as if you press the right button on the D pad, you'll right away return to life.

3.) Auto go to a platform by the press of 2 buttons, as shown beneath it.



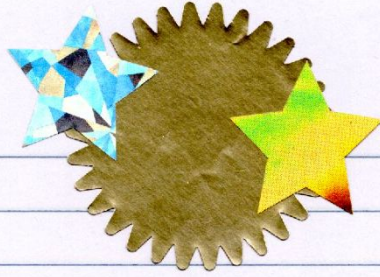
4.) A level where coins are all over the place. It's hard not to touch one. But if you beat the level w/o doing so, you are rewarded w/ more coins than the level would have given you.

5.) An enemy that says a number between 1 ~ 3 after you stomp it. Then two other enemies for the other 2 numbers. Get them in the right order: 1, 2, then 3, & you'll receive something.

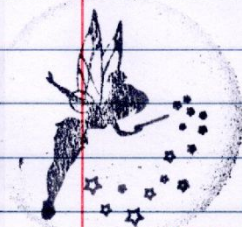
6.) Get combination numbers to increase chances of unlocking a combination lock.



7



9

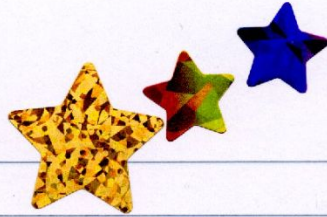


7.) You have a magic hammer that can bust open a glass case to get something, but you have to be at a certain level to do so.

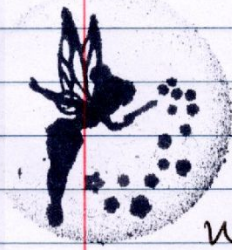
8.) An image of a beast, monster, dragon, or some other thing on a glass case means you can't bust into it yet. After you beat that thing (say a certain dragon) its image will disappear & you can then bust into it.

9.) Down the corridors are images of weapons and a level stated which if you are at that level in the game or higher, they'll help you. Not only weapons either.

10)



12



10.) If you strike a black wizard it'll transform the whole environment into something demonic. If you strike a white wizard it'll relinquish its power to you.

11.) Gods are associated with days, Sunday ~ Saturday. Helping them, releasing them, or whatever, will bring you special helps on those days. Such as doors that only open on that day, weapons you can only use on a certain day, or just rewarded w/ 50 Gold every Saturday.

12.) Black wood takes black fire to burn down.

13



15



13.) A head with ropes dangling from it may wrap around you & turn you into that thing, like a cocoon. Skull head, wolf, ect.

14.) A door very slowly opens. Takes 3 days to open enough for you to go through & you can't open it yourself.

15.) If you find a horn on the ground and pick it up, that kind of beast will appear and perhaps help you, or perhaps not. Like a unicorn horn summons a unicorn & a goat horn brings about a goat to ascend a mountain.

Adam Jeremy Capps

New, public domain,

16



19



16.) When you hit a firey man that's standing still it'll come alive and burn your enemies for you.

17.) A plant pulled up has roots that wrap around your body giving you a magical suit.

18.) you can buy a person's soul and when you do it'll help you in its after life, were the person to die in the game. The only rule is you cannot kill that person.

19.) Gambling gets you ~~prices~~ prizes based on what the person you are gambling w/ looks like. E.G. a clown, get a goofy prize.

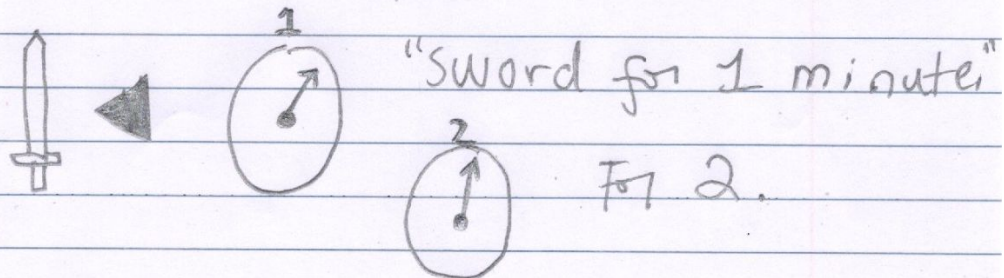
20)



21

20.) Some things have a recipe of placement to enhance them, such as like this: 1.) place in a desert for 3 days. 2.) place in a forest for 2 days. 3.) place under an idol for 3 days. & 4.) place under a full moon for one night. So if you do all 4 in order you'll get something greater out of it.

21.) There's a meter and a clock. The meter points at a type of weapon or spell, the right says how long that will be more powerful.



22



23

22.) There's a relic that when equipped will auto-equip the best weapon against any enemy. Or you'll auto use the best one if there's more than ~~an~~ enemy to fight.
one

22.) You can change the style of the music in the game.
Same music, different style.
metal, pop, bass, classical, jazz, rock, whatever.

23.) A hard magical stone you strike your sword at takes energy from you but makes you stronger over time.

Adam Jeremy Capps Free ideas, public domain.

24



25

24.) You gain the ability to bring a certain thing together for you after you win a fight. For example all the metal your enemy had is turned into a ball of metal. You can bring about a tied lump of leather from them. Gold, silver, ect, to ~~conveniently~~ conveniently sell or use.

And one by one instead of getting all of the power to do them all at once.

25.) When crafting & forging certain things some can only be mixed by applying certain magical fluids.

Adam
Jerome
Capp

26



27

26.) On certain nights a star appears in the sky of a random color. Sometimes red, sometimes blue, ect. You can place a bet on what color it will be. So the bet is placed and the player waits for that night to see the color it'll be.

And also, on rare occasion it will be gold colored. If you bet on it being gold you'll win much more if it is.

27.) You and the other players in the game can visit an orchestral performance of music, listening to various compositions & each vote on what music should be in the game.

28



30

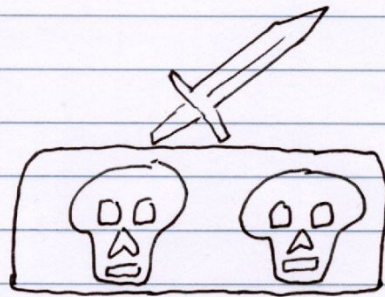
28.) You can have an image of something go above your head & after you do so NPC's are more likely to help you with that. They'll give clues where you can find it, give or sell it to you, walk you to it & so on.

29.) Collect a certain amount of stars during a level and you'll be given something in the next level according to how many you got. Such as one of them, get a certain thing, one for two, 3, ect.

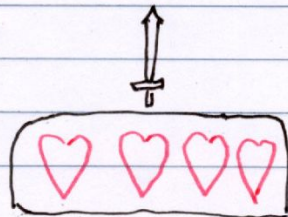
30.) For a really strange effect, There's a room of fishes deep in a lake who are tempering a "water sword" which you can get.

31 ♥♥♥ 32

31.) There's a kind of pedestal that has skulls on it and a special item/weapon on top. The skulls mean how many lives the weapon/item costs. One skull = 1 life, ect, ctf you try to get it w/o enough lives, you'll die.



32.) The same idea but you can change it to a weaker weapon & are given hearts/energy for doing so.



33



35

33.) A circle of cups go around and you must drink from the one it stops on, the one facing you. Could give you magic energy. Could give physical energy, or could poison you based on the cup.

34.) Killing a butterfly gives you an axe (turns it into one) that you can use. Killing a bee which has a dagger for a stinger gives you a dagger. Snake a whip. Bull get horns above your head, ect.

35.) A great beast guards a grave yard. If you defeat it, all the buried souls will return to life.

36



38

36.) A large head with a large tongue. You go inside & are taken somewhere based on the color of the tongue. Green = forest, brown desert, blue lake, & so on.

37.) A sign that asks "escape here if you are in trouble?" say yes & you'll be transported there either upon choice or right before you die.

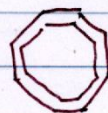
38.) Different shapes of coins are worth as much angles they have. So a circular coin is worth one, a triangle is worth 3, square = 4, ect.



1

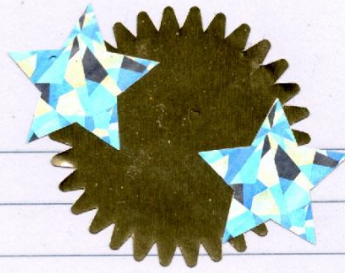


3



8

39

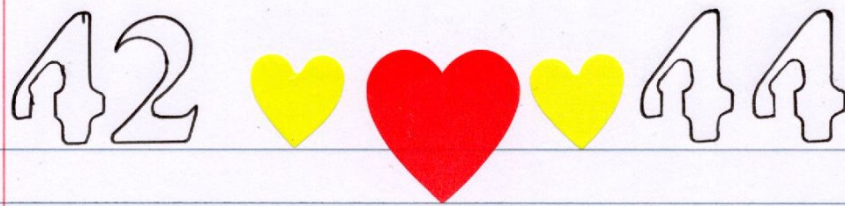


41

39.) If you get a sword while it's flashing red, it'll be an attack sword. If green, magic, if purple both but less powerful. Likewise a stationary wand you see flashing different colors & other weapons & items too the same.

40.) If you get a heart while it's red it'll restore body energy. If green, magical energy.

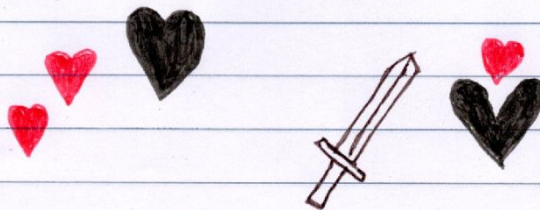
41.) The longer a random battle fight goes on the more stars appear, & the more stars you get before ending the fight, the better the reward (like w/ gold & exp. points.)



42.) Don't get too close to a certain humanoid enemy, because if you do, he'll shove you to the beginning of the level.

43.) When a certain enemy grabs you, a clock appears above its head, showing how long you will be held onto.

44.) A black heart that steals your hearts by drawing them in, costing energy, then moving away from you, you have to attack it to get your energy back.



45



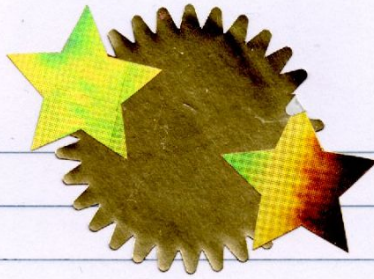
47

45.) There's a certain area you can go to w/ helpful things, across from a glass bridge. However, the more you cross the bridge the more it cracks, until it falls apart & you can no longer go there.

46.) A pyramid you hit rotates and lands on one of 3 sides. A square does dice. An oval has either an eye open or close. A circle lands on one of 2 sides like a coin. What other shapes & what for?

47.) You can get change-the environment cards to change the environment or discard.

48



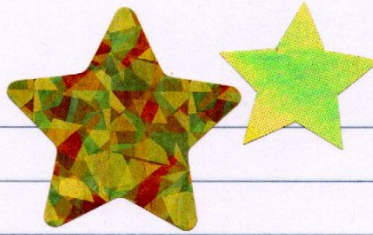
50

48.) Whenever you see your shadow on the ground you can play a magic flute to bring it up to help you, if you have the flute.

49.) You can gain magical languages to control beasts, open certain doors, summon things, scare away things, enhance things, & so on.

50.) You have a magic flute that can only be played under a full moon & every time you do, good things are brought into your immediate environment.

51



52

51.) Cast sleep on an enemy.
music notes are shown.
play that melody w/ your magic
flute, & you'll enter into its
dreams.

When you do you can capture
its soul & then summon
it when needed.

52.) Enemies can change the
path & route to the game
if they get you. A large
fish swallows you & you must
now take a water level.
One brings to either an upper
or lower area. Then in the
platformer you do levels
you'd not otherwise do.

53 ♥♥♥ 54

53.) 6 candles in front of a window are the only things keeping an enemy at bay. When they run out the beast will be able to burst through the window.

54.) When you run out of time in the game a skeleton w/ a clock as a head will come down on you from above, grab you and drag you down into hell.

However if you get the halo item an angel will come down instead & take you to heaven in a nice place.

Adam Jeremy Capps a public domain book
7/2025 don't forget to see the
"Notebook of New Video Game
Ideas" series.

55 ♥ ♥ ♥ 57

55.) At the end of the level you have a chance to get 10, 20, 30 seconds in the bonus area.

56.) you have a chance to find a helpful item for the bonus area, during the level. For example in the level you find something to help you swim, and if you can swim in the bonus area you can get more. Or w/ jumping boots, flying wings, ect.

57.) For a comical effect, there is a toilet. A guy with a plunger goes to it, plunges it, and brown enemies emerge.

58



60

58.) Either can headlights or from a lantern, you can get different colors of light for them each which cause different monsters & beings to appear because of them, during nighttime.

59.) Spirits of different colors causes you to have an aura of a color to surround you.
& Different colors attract different things.

60.) A shield w/a beast image on it (or spirit, monster, fairy, or whatever else) that when it breaks from being hit too much, will cause that thing to come out & help you.

61

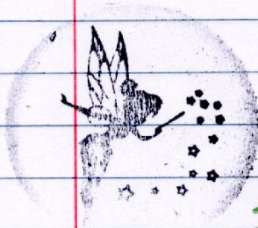
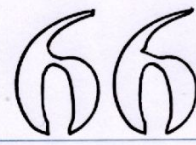
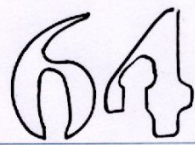


63

(61.) A 1-up that has a mean face instead of a regular face, it will give you a 1-up at the cost of some of your energy.

(62.) A god writes on a scroll. You can't see what he wrote, not right away. You have to take it to another god to open it & read it to you. Depending on what he wrote, something happens, which is random.

(63.) A monster/Beast/spirit/being holds a candle. Light it up. When it's melted you'll become that thing.



64.) You collect spins.
Get 100 spins and you'll
spin around like a
tornado, warping elsewhere.

65.) Magical musical
instruments change environ-
ments & the things in them.
A pan flute brings pan into
an environment, & he causes
things to change.

66.) Different colors of
musical instruments cause
different things to happen.
Black, white, green, red,
blue, each cause a type
of thing.

Adam Jeremy Capps

67



69



67. A pond changes color over time and has bubbles of that color coming out. When the bubbles pop on you something happens based on the color.

68.) Sands on a beach changes color over time and when you walk on it something happens to you based on the color.

69.) If you walk around a grave for very long you'll fall into an under world.
If you walk around other areas for very long something happens.

70) ♥♥♥72

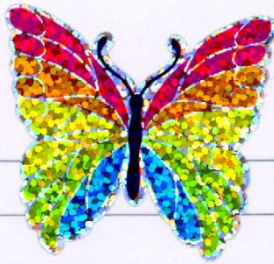


70.) A blue star in the game shades things blue, and red for red, green, yellow, ect. Each color brings out certain things in the game.

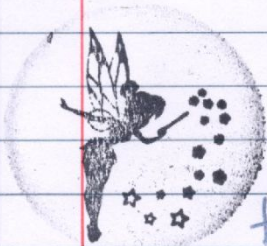
71.) A mummy's Wrap un-wraps, wraps around you, & you are taken to a desert area as it un-wraps. Also an enemy freezes you & as you unfreeze the level transitions to a colder one.

72.) You can get a brand of a weapon which you can change the weapon of into a different type of the same brand. If you have "Crystal brand" you may have any crystal weapon & change between them.

73



75



73.) you have a house in the game & the better you do in the game the better your house becomes. And you can sell your house at any time.

74.) A rope comes up from the ground & forms into a letter, then something starting w/ That letter appears.

75.) at one point you see an enormous ball full of things-like enemies & items. You break it w/ a sword or something. Then all of those things pour out, fly out, and enter the game in one place or another.

76



78

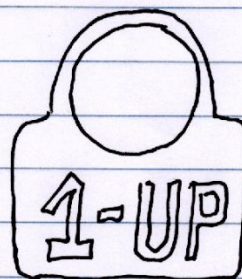


76.) Strike a glass w/a hammer & the message appears "guess how many pieces fell apart," get it right and win something.

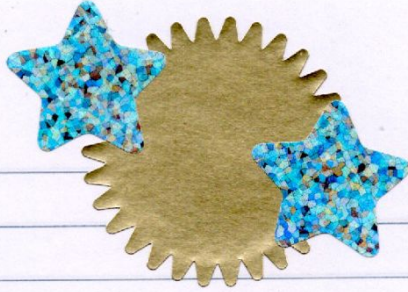
& There are other "guess how many pieces" things to do.

77.) There's a coin slot in the game which has an image on it. put a coin in and get that thing / have that thing happen.

78.) Thwomp-like things can break the floor beneath (which start out as cracked and crack more each time its hit) & you can then go down there.



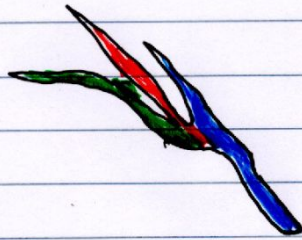
79)



80)



Branches with 3 limbs
of different colors
can be turned into a wand.
Based on the colors they
do different things. If 2 or
3 are the same color, it
is doubled or tripled.

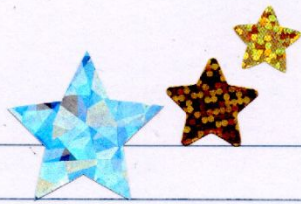


For example red
gives it fire
magic.

80.) you can magic - spray
weeds and they'll turn into
one kind of a helpful herb
or another, depending on the
spray.

Adam Jeremy Capps a free public domain
book. please share.

81

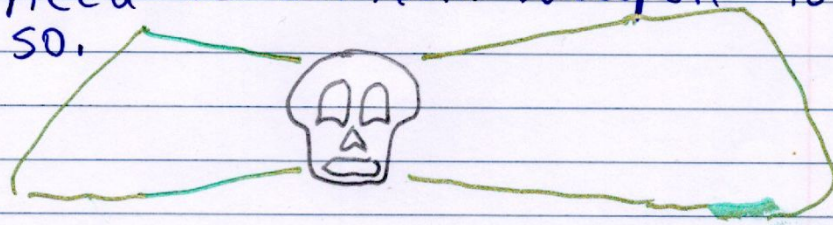


83



81.) you can pay a tree that's alive to grow a magical branch which can be used as a wand.

82.) A skull light makes enemies in its area of light more deadly, but you can turn them off or break them, perhaps you need a certain weapon to do so.



83.) A monster ~~poors~~ pours a certain fluid on you and when you walk around after that there are drops coming from you that turn into little versions of you and harm you.

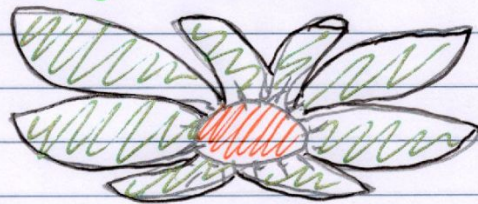
84



85



84.) Step into a large flower, its pedals will wrap around you and you'll get a fire-power flower suit.



Step into a large star that'll wrap around you & give you star ability.

Go in front of an angel, its wings will wrap around you, and you'll get wings.

85.) A full star makes you fully invincible. A half star however only makes you half invincible (damage costs less energy loss.)



86.) 2 large hands come out. One grabs you, another grabs something else (like an enemy) then the two hands come together, shake around, and you become a mix of yourself & that thing.

87.) You can buy different colors of fishing line and each color attracts its own type of thing. So if you want to fish for a particular type of thing, get the right color.

88.) Choose an anvil and hammer to work with in tempering a sword. Different ones to find, doing different things.

89



91



89.) Trap an enemy into a magic net & its essence will go into a bottle. The essence is based on what it does. A rabbit jumps so you'll get jumping powers. Catch a bat & the essence is flying (same w/a bird but a different kind of flying.) Just drink the fluid in the bottle.

90.) A fairy lands on your shoulder. The game zooms into your shoulder, the fairy asks if you want to be taken to treasure.

91.) There are beings in the game that are $\frac{1}{2}$ human & $\frac{1}{2}$ animal. Currency for them are like this: Carrot for rabbit, worms for bird humans, eggs for snake humans.

92



94



92.) A statue of a bird person asks you to bring him a feather from every bird in the game. c't'll break his statue curse & bring him back to life. Doing so will reward you in some way.

93.) A person in the game is knowledgeable about keys. So when you find a random key ask him about it & he'll say "well this key is for (this thing)."

94.) You can make a magic wall fall down upon an enemy, flattening it into a coin.

95



97

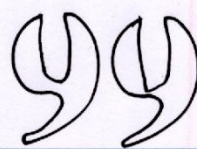
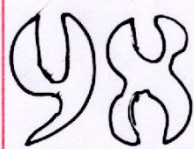


95.) There's a magical curtain out in the open. If the winds are very strong then the curtain is lifted away & you can then enter into the door it was covering.

96.) Two eyes with a mouth. The mouth shows an image of a place. If the eyes see you, you are drawn into that place.

97.) When you defeat an enemy a heart comes from its chest & goes to you, adding to your energy / health.

Adam Jeremy



98.) A black coin, ruppie, ect. makes you lose money instead of gain it.

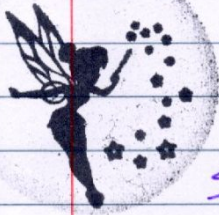
An orange one fly's away & you have to rush to get it, but it's worth more. One walks away. One changes color & does things depending on the color. One slowly grows in size, the larger it is the better the worth. Then one lessens in size, get it before it disappears.

99.) There's a key with legs walking to its lock. If you follow it, like to a treasure chest, it'll open it & you can get something.

1000



1001



100.) Sometimes a giant snowflake appears in a snowy area, it gives you temporary magic power.

101.) If a star powerup is jumping up & down it'll give you jumping power. If it dashes forward it gives you dashing power. If it becomes larger it makes you larger. If it splits apart it gives you a weapon projectile — or throwing stars. If you see it dipping into water & you grab it, you can swim in water.

Adam Jeremy Capps

Adam Jeremy Capps

AJC

Adam Jeremy Capps

Adam Jeremy Capps

102 ♥♥♥ 105



102.) player pukes while they are in a stinky area.

103.) special light or hay makes you sneeze out fairies.

104.) you can speed up the aging of an enemy until they are nothing but a skeleton, even dust. But if you are not strong yet in magic then you'll only age them a little. As you get more magic power during the game you can cause them to age more & more.

105.) you have the power to out-live the game's timer, & after the time runs out, every other being perishes, giving you a free-for-all.

106 ♥ ♥ ♥ 108

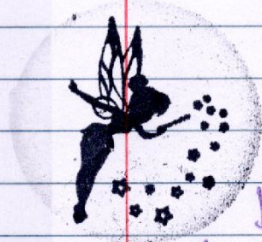


106.) When you are next to a grave, when you put a flower there, a spirit comes out & forces you to dance w/it, then it lowers you into the grave realm.

107.) You get a magical whistle which makes a nearby creature/animal get & bring you something. Like a rabbit gets something from a hole & brings it to you. Same w/a bird & whatever else.

108.) A spell that summons flying creatures to help you but it starts out weak, just bringing a few of them out. You can make the spell more & more powerful, adding more & more of them.

109 ♥ ♥ 111



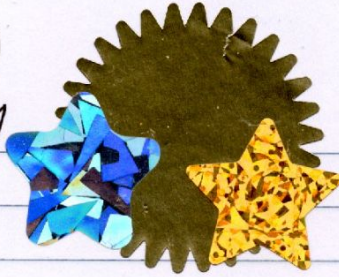
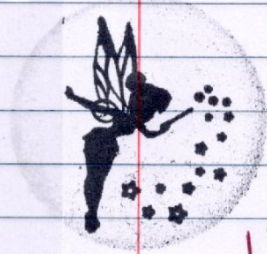
109.) There's a rainbow bridge that you fall down from. When you reach the bottom there's a magical realm there.

110.) The ropes of a bridge change color over time & leads you to different areas depending on the color.

111.) When the timer runs out in a level you do not die, but instead, something annoying happens: a horn starts blaring,

or you turn into jelly, the screen starts shaking, or whatever else.

112



114

112.) When you equip a "random gem" random things happen again & again until it runs out. So while it's equipped you suddenly get a different weapon, spontaneously gain or lose energy, new enemies appear, suddenly a stronger attack, music changes, you warp elsewhere, & so on.

113.) You can gain 4 slot machines during the level. Then at the end of the level they roll, & you might win something.

114.) If you get a "positive stone" during the level, the next level will change in a positive way. Such as less enemies & more coins.

115



117



115.) You see a large fork on the screen and hear the word "yummy." The fork stabs into you, lifted away you hear "mmm..." Who ever seeing who or what ate you.

116.) You see a large child's hand on the screen and hear the voice of a giant child say "mom, I want this." Then you hear the mom say "put that dirty thing down." You never see more than the child's hand and arm.

117.) One more the same, all you see is a hand trying to swat you while a voice says "A bug! A bug!"

118 ♥♥♥ 119



118.) A "mathematician" job class can devide things, multiply things, subtract, fraction, or add to things.

& Maybe using the job class requires you to solve math problems / calculations.

119.) Trees grow faces on them over time.

Also stones, doors, and statues grow faces on them over time.

Once they are fully grown you can interact with them.

12() ♥♥♥ 123



120.) You can splash a magical fluid onto stones, doors, & faceless statues to make them become a face. (have a face.)

121.) Certain magic doors rot over time & you cannot pass through until they have.

122.) Sometimes the moon isn't white, but blue, red, gray, and sometimes the clouds will be a different color, & they each cause the world below to change.

123.) In a town, you can buy a statue. Then, when you come close to it, it'll suck in your soul and you will possess it.

124 ♥ ♥ ♥ 125



124.) Cooking pots are circled with 4 pans, or perhaps 3, with different colors. & depending on what color of pan you use it effects the cooking, the attributes of the meal.

125.) In a point-and-click game you find coins in a drawer, take & tithe them to an idol in a certain place, & it'll help you.

Then you also find special coins, and a special obviously-better idol. If you give that idol the lesser coins the screen will say "does not like these."

But give it the better coins as a tithe & it'll help you.

126



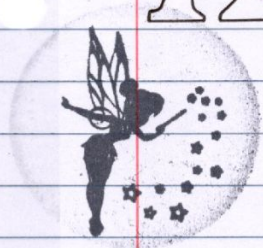
127



In a point and click game, turn over a rug. You see a head of a being on it. You find the physical head elsewhere. So take that to the rug, place it down, & the head will begin talking to you & helping you.

127.) In a point & click game, a potion you drink makes you smaller. Then you can enter through a door which has a small human shaped hole at the bottom of it.





128



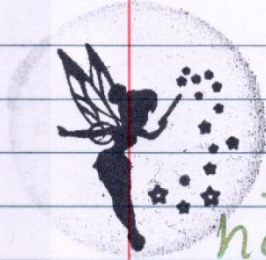
130

128.) In a point & click game you can drink "observation potion" & afterwards you can spot things you couldn't before & interact w/ things you couldn't before.

129.) There's a bed in a point & click game which when you sleep on it your spirit is set free, you move around w/ a spirit instead of your body, & so can do things you could not otherwise do.

130.) In a point & click game, you gain "observation levels" and the higher your observation level is, the more you notice. Gain these levels after solving tough/ tricky problems.

131 ♥ ♥ ♥ 133



131.) In a tricky area there are many bells hanging from strings & if you hit one a fiersome monster appears.

132.) A cursed shield. When you equip it a message appears "you will die every 3 days for a month before you can use me." So wherever you are, if 3 days pass, you die, until a month has passed. Afterward though you have a very special shield.

133.) In a point & click game you see a painting of a man in a chair holding a particular thing. It's a hint. Sit in that chair while holding something & something will happen.

134 ♥ ♥ ♥ 136



134.) A wooden head w/a bowl on top, you pour magic water into it, the head awakens, talks to you, and helps you.

Also instead of a bowl a chalice.

135.) you see a statue w/a music instrument. If you find a musical instrument of the same kind & play it before the statue, something happens.

136. A zoo in town lets you battle the beasts contained, for the exp. & you can capture beasts they don't have & sell them to the zoo. plus the ones you caught for them you can battle at any time for free.

137



138



137.) In a point & click game it's good to leave the curtains open during the day time. Helpful beings enter through. The light heats. Just be sure that you close the curtains before it gets dark, otherwise evil spirits will enter through.

138.) In a point & click game you can trick a spirit to follow you into a magic circle (pentagram on it or something) & once the spirit goes into it it either freezes in place or disappears (your choice.) It had a magical necklace around its neck that you can now take.

139



141



139.) In a point & click game a spirit yells "Where's my tea? Where's my tea," so bring him tea, he will drink it and give you back the chaise it was in, which is now a magical chaise because a spirit's lips touched it.

140.) A statue w/ two cups, one on each hand, that says "drink from the left cup for (this) thing," drink from the right cup for (this) thing."

141.) When you come up to a special being in a special place, he puts his hands together and makes a prayer for you. & He has a new prayer for you periodically.

142



144



142.) A magic treasure chest that you put money into, flies away to some unknown place, & once you've found & opened it again everything you put in it will be doubled.

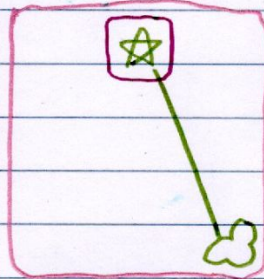
143.) In a point & click game, place a photo of a woman next to a portrait of a man (the woman is his wife) the painting of the man will cry and something happens,

144.) In a point & click game you find a wooden statue. Throw it into a fire & the wood will burn away leaving only a magical metal medallion.

145 ★★ 147



145.) If you spell out something w/ the letters you collect - w/o misspelling, you'll get it. HOWEVER, there are enemies that throw letters at you, making you misspell it.



146.) You have an extra item you can use at the top of the screen. But there's a frog that might steal it w/ its tongue.

147.) You can put a frog in the top square and it'll grab any power up for you to use later.

Adam Jeremy Capps

July 2025

public domain.

148 ♥♥♥ 149



148.) Watch out for a "judge" enemy, like one with a gavel. It'll strike its gavel & say "I sentence you to a random level," or, "I sentence you to 3 random levels." And you'll have to play them before you can proceed.

149.) Dangerous snakes come out of a basket when a certain part of the game music plays, such as a particular melody.

And when the music becomes dancy, dancing spirits come out.

If you are next to an angel statue when the music sounds angelic / porian-like, you'll get healed by them.

150 ♥ ♥ ♥ 151



150.) A great treasure at a high cost: you descend stairs to get to it & every time you step down the message "lost one level," then, "lost 2 levels." After losing 4 levels (like in an RPG) you can have the treasure.

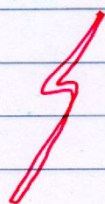
151.) To get a good treasure you walk down a hallway. The hallway has things such as Weapons, money, & items on it. you lose those things while walking down the hallway, not all of them or all of them, your choice.

Adam Jeremy Cope

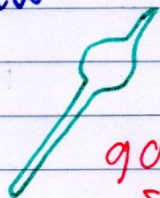
152 ♥ ♥ ♥ 153



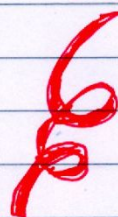
152.) Instead of magic potions, magic straws. Their color and shape indicates what'll happen when you use them to drink.



power-raising
straw



gain magic
straw.



warp
else-
where
straw.

153.) When you see physical music media: records, 8-track, cassette, CD, memory card, the game music turns into the style when that physical media was used.

70's style for 8-track,
80's = cassette, 90's CD, ect. Just
touch an object that looks
like one of them.

154



155



154.) If you choose your spot carefully, you can skip the cenn & sleep like a homeless person in town. If you are awakened in the middle of the night, then only $\frac{1}{2}$ of your energy & MP will be restored. Some towns make it illegal to sleep homelessly there which either involves a fine or jail.

155.) You can win prizes such as these: free sword polishing, free super-inn, free tailoring, forging, level up, special warp stone, horse, vehicle, spell, home, keys, special & enhanced weapons you can not otherwise have.

156 ★★ 158



156.) There is HP, mp, & also WP. WP is Weapon points. you can use them to enhance & improve any weapon you wish to.

The same thing but w/ items "IP," item points.

157.) You gain SP— spirit points, & can start seeing things in the game otherwise unseen. Trees begin talking to you. Statues begin talking to you. Ghosts are seeing coming out of graves. Animals start talking to you, more & more w/ higher SP.

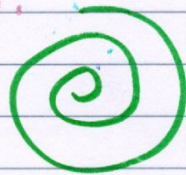
158.) Sometimes only one party member can go places, one of you don't need oxygen for example.

159 ♥♥♥ 160()



159.) When you look up at a full moon it tells you a color. Then if you step on a swirl of that color, you'll go to another dimension.

"green"



Which you will as long as you get to it while there is still a full moon.

160.) Magic fans blow you away to another dimension when you step in front of them. They have an image or a symbol in the middle of them, indicating where they send you.

Adam Jeremy Capps

161 ♥ ♥ ♥ 164 (3)



161.) When you throw a shuriken at a large star, it goes towards you & when it touches you, makes you invincible.

Same but w/ a boomerange.

Like in castlevania you get a whip, dagger, cross, ect., however when you throw the holy water on any of them, they'll become more powerful, will gain Holy power.

162.) In the game's store you can bundle things to save money.

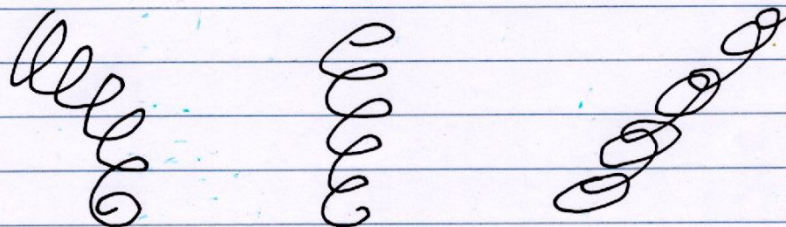
163.) you can place roses on a grave & a spirit will emerge to help you according to the color of the roses. They all have their favorite flowers.

164 ♥ ♥ ♥ 166



164.) When you dig a pit, a different color of energy may come up and a different dimension is in that hole, different kinds per color.

165.) A spring may take you to the start of the level, the end of it, or above to a treasure area depending on how it bounces you off.



166.) Don't jump on the spring or it'll hurt you upwards & you'll be killed when you come back down & hit the ground.

167 ♥ ♥ ♥ 168



167.) When you rescue a diety it will tell you "ce will make you a mountain where you may shine. Then, a mountain suddenly appears on the game map. Everytime you visit it you gain a power, have full energy again, perhaps find a special weapon.

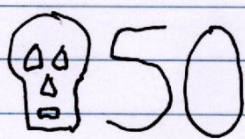
168.) When you rescue the god of the sea, the weather there will no longer be turbulent. when you rescue the god of the sky, lightning will no longer hit you. When you rescue the god of fire you may be in the firey places w/o being harmed. when you rescue the god of the forest you can get the magical sword hidden there, hidden from mortal eyes, but hidden no more.

169 ♥ ♥ ♥ 171



169.) pits aren't death, instead a room w/ an enemy to fight.

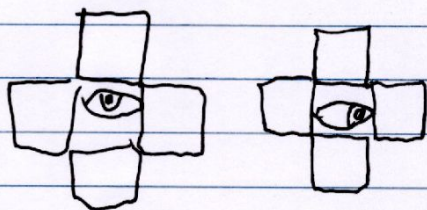
170.) A



shows how much money you need

to get out of death. In this case 50 gold. If you have as much you won't die. & The amount is different from place to place / Level to level.

171.) There are squares w/ images on them & an eye in the middle.



Depending on what direction the

eye is looking, those things are added to the area.

172



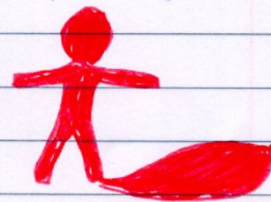
175



172.) A volcano that shoots out slime instead of magma.

173.) the highest ice spell is "icicle," which is a tornado of icicles.

174.) When you slash an enemy its blood will pour out & become person shaped, a secondary enemy.



175.) if you kill a magical beast by a tree or plant, that tree/plant will grow into having magical properties.

176



177



176.) The "goose that lays the golden egg" can be a pet. it has an hour glass (either on a necklace or an image on its stomach) showing how much more time before it'll lay its egg.

177.) you can bond a beast to help you by putting an hour glass necklace over its neck & it'll help you until the sands run out.

or the same with a statue which will come alive.

or around a door knob & you have as much time to be inside as there are sands in the hour glass.

178 ♥♥♥♥ 180



178.) You can buy hour glasses w/ different colors of sand. When you flip them over you are sent to another dimension (depending on the color) until the sands run out. & you can buy some that are either small, medium, or large. Of course the larger ones give you more time.

179.) The game lets the online players conduct a flea market.

180.) Magical flowers grow out of magical crystal-laden boulders.

Adam Jeremy Capps

181 ♥ ♥ ♥ 182



181.) A green coin is one that grows, or forms into a more valuable gem. - or the red coins turn into sapphire while the green ones grow in size. So if you don't grab them right away but get them later, they'll be more valuable.

& maybe the white ones turn into diamond but it takes much longer.

182.) The star makes you invincible in another way: it stabs, cuts, all of the enemies around you.

Adam
Jeremy
Lapps

183 ♥ ♥ 185



183.) Do not accidentally cut the enemy bosses bloated stomach because all kinds of deadly acid will shoot out and kill you.

184.) You can cast a spell for what the next random battle enemy will be weak against. Call it "pre-weak" spell.

You can cast a spell that reduces an enemies HP before you even fight.

185.) If you fight an enemy along a yellow path it will be weaker. & along the green path you'll find no enemies at all.

186 ♥ ♥ ♥ 186



186.) If you fight an enemy along the red path, they are more powerful, but you get more ~~exp~~ from exp. points.

If you fight one along the purple path, different enemies appear / special or unique enemies.

If you fight one along the golden path, they are easier to steal from.

If you fight one along the blue path, your magic will be more powerful.

If on the silver path, you get more gold from enemies.

187 ♥ ♥ ♥ 190



187.) There's a poisonous plant that causes a flashback. All of a sudden you'll see yourself fighting an earlier enemy.

188.) Sometimes when you fight an enemy a spirit being appears and says "I'll give (this thing) to the winner."

189.) You can swap the souls between your party members.

190.) When you look into a mirror your image is either holding something, wearing something, has a certain necklace. & if you put that thing on or hold it before the mirror then you can go through.

191 ★ 193



191.) You are paid for making the town more better. By buying paint, planting trees & shrubs, designing architecture, statues, paintings, ect.

192.) There are environment-based job classes such as forest, desert, plains, & the mountains. The higher their level the more those environments improve.

193.) There is a devil idol that wants your soul. You can trade a level (like an RPG level) for 10,000 gold.

194 ♥ ♥ ♥ 196



194.) Sometimes you see a guy who desperately needs something, such as a healing herb in a dangerous area, & you can sell him yours at a great profit.

195.) A guy needs you to lend him your sword & he promises to bring it back better than before.

196.) A "character glass" that you drink from reduces or temporarily stops enemies from being encountered, such as a glass w/ a bat image on it, drink from it & no more bats for awhile.

197 ♥ ♥ ♥ 198



197.) A dragon statue has two hands/claws stretched out. you put a key in one and a tithe/amount of money in the other. (& dragons love gold the most.) Then it comes to life, flies some place, & returns to you with treasure. The more money you gave him the better the thing you get.

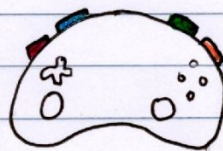
198.) There is a tornado that if you are caught up in it, some of your weapons & items will get mixed up. One herb may do two things now. Wands now do mixed up things. A boomerange now has a sharp tip. the tornado mixed up the properties.

199 ♥ ♥ 2000



199.) A child wizard enemy calls out "help brother!" Right before you beat him. The more powerful brother wizard appears. Right before you beat him the brother calls out "help father," & the father shows up. Then the same happens w/ the grandfather wizard, who is the most powerfull one.

200.)



Top Buttons on a game pad have lights of different colors. When they light up they mean different things, and are put to use in color-based ways in the game.

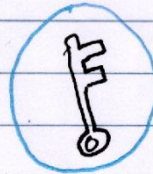
2001



2003



201.) When a key in a bubble hits a treasure chest in a bubble, treasure comes out.

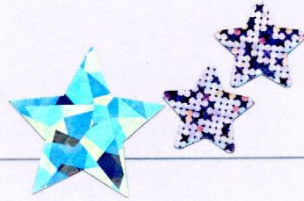


202.) Just for a neat effect, bubbles have musical notes in them & when they pop a motif plays.



203.) There is a tree out in the middle of a large field by itself. ctf has a sad face. ctf you plant a tree next to it, it smiles.

204

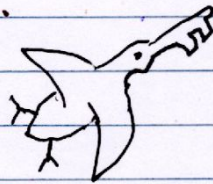


206



204.) There's a fanfare sound at the end of a level & the better you did in the level the more boisterous the sound.

205.) you have a pet bird with a key-beak, and it can open treasure chests for you.



206.) an RPG each time you gain a level curtains here & there open a little more. once they are fully open they can lead you to special places.

2007 ♥ ♥ ♥ 2009



207.) You can paint your car w/ magical colors giving the car magical properties.

208.) You find switches in special rooms which changes the appearance of enemies. For example the skeleton one makes all those look different from then on. One enemy/thing per room.

209.) There's a small tree w/ a mouth. It's too small to enter into. But over time it grows, if you water it, and eventually you can enter into it.

Adam Jeremy Capps

new, free, & public domain.

21() ♥ ♥ ♥ 212



210.) You can gain "King Levels" apart from regular RPG levels, by defeating more difficult enemies.

More difficult enemies give you K-EXP (King Experience points.) They come w/ additional benefits.

211.) A magic flash light creates an image in the sky & things of that image flies down to help you.

212.) There are magical bricks blocking a doorway which can only be removed one at a time every so often based on what level (as in an RPG) you are on.

213 ♥ ♥ ♥ 215



213.) You get pieces to the doorway. Once you've gotten all 5 pieces a doorway appears & you can enter in & skip the (platforming) level you are on.

214.) When you find an easter (Easter as in the holiday) egg, a rabbit appears, takes it from you, & gives you a prize for it.

215.) A ball of black slime ruins treasure chests if they seep into them they'll eat the treasure inside. They also eat your power ups if they get to them first.

216 ★★ 218



216.) you can gamble to get across a dangerous one. such as a lava pit. if you win you go all the way across, if not, then $\frac{1}{2}$ way.

217.) Sometimes a large evil looking bat snatches you up during a random encounter & takes you to a much more dangerous battle field.

218.) if you are in the abyss you are stuck there until an angel grabs you & flies you out.

Adam Jeremy Capps

NEW, FREE, &
public domain

7/28/25

219 ★ ★ 220



219.) Treasure chests have way-to-heavy stones (like a magical brick) on top of them & require a float spell to lift & remove, before you can open it.

220.) Carry up an idol to a great mountain & the god of it will bless you.

And "220" is a nice place to stop. Thanks for reading.

The end of the 1st
Binder.

Adam Jeremy Capps

Adam Jeremy Capps

This has been the
start of a new
series, the "binder"
series. See also
my 15 free, public
domain books of
"Notebook of New
Video Game ideas
1~15."